Summoner™ 2

instruction manual

THQ®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

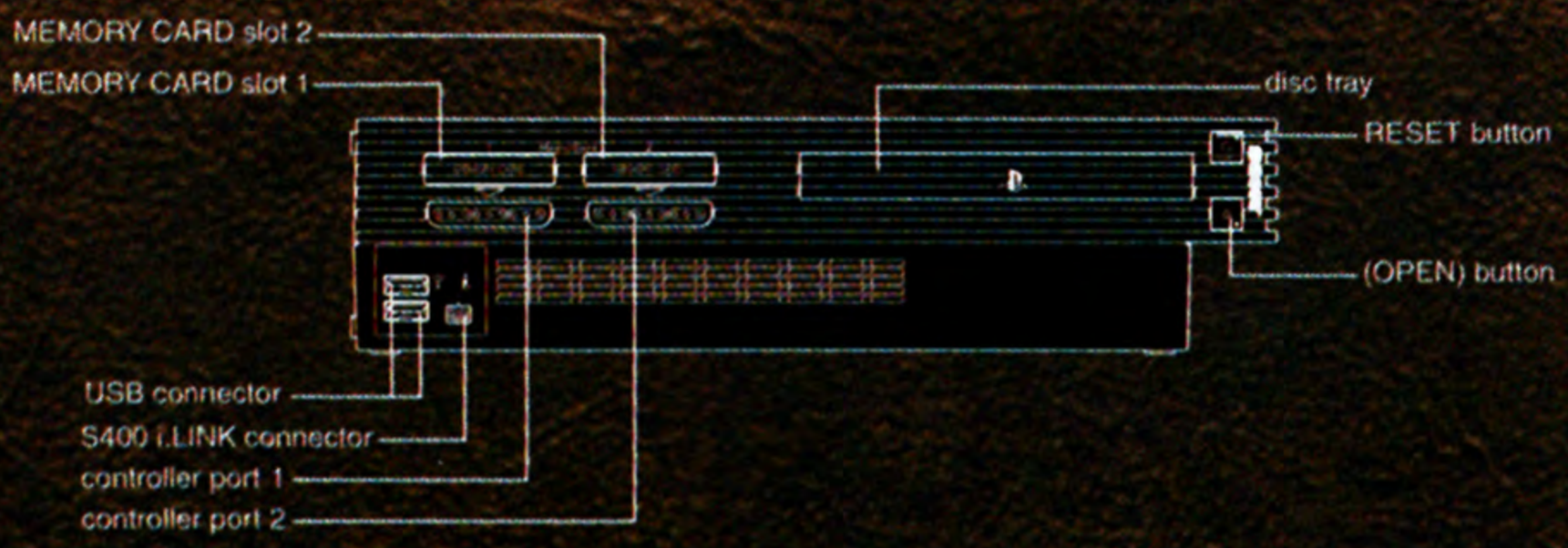
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

SUMMONER® 2 MANUAL

1. Getting Started 2
2. Controls 3
3. Main Menu 6
4. Options Screen 7
5. Playing the Game 8
   - Game Screen 8
   - Mini-Map 10
   - Dialogue 10
   - Combat 11
   - Using Skills, Spells, and Items 14
   - Targeting 15
   - Solo Mode 15
   - First Person Mode 16
   - Automap 16
   - Experience and Leveling Up 17
   - Worldmap 17
6. Pause Menu 18
7. Summoning 28
8. Skills 29
9. Spells 30
10. Items 31
11. World of Summoner 2 34
12. Saving and Loading 40
14. Credits 41
15. Limited Warranty 44

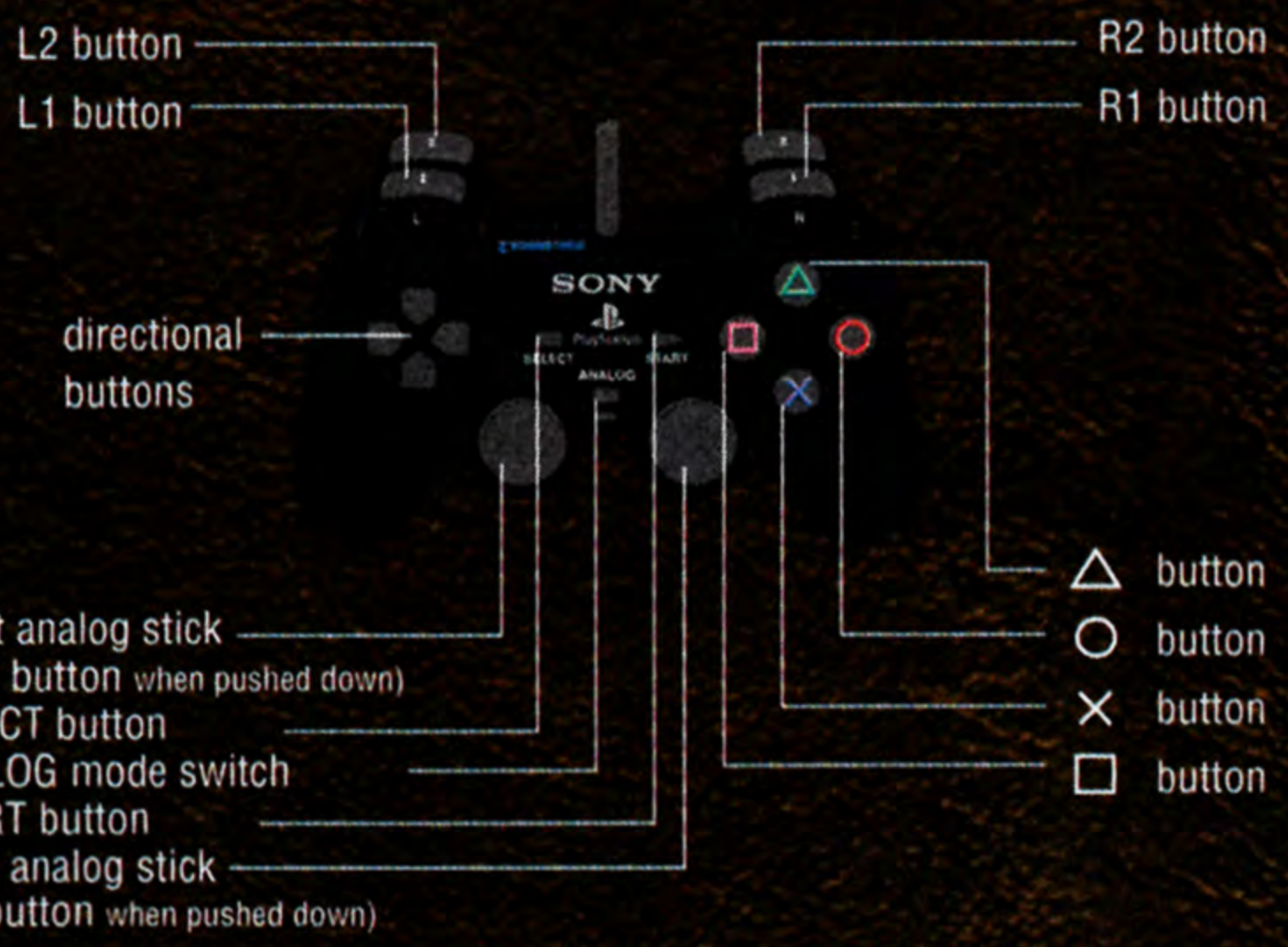
1. GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Summoner® 2 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

2. CONTROLS

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



Menu Screen Controls

left analog stick . . . . . .Highlight Options

directional buttons . . . . .Highlight Options
Cycle between status effects/resistances(Status Screen)
View moves/abilities (Skills Screen)

⊗ button . . . . . .Select Option
Select character AI mode (Status Screen)
Swap active characters (Party screen)
Apply skill points (Skills Screen)

◉ button . . . . . .Toggle Stats (Equip Screen)
Remove recently assigned skill points (Skills Screen)

□ button . . . . . Show Item Info (Equip Screen)

△ button . . . . . Cancel
Return to previous menu
Confirm selection (Party Screen)

L1/R1 button . . . . . Cycle between characters
(Equip, Skills, and Status Screens)
Cycle between Item Slots
(Equip Screen)
Cycle between Party Reserves/
Summons (Party Screen)

L2/R2 button . . . . . Cycle between menu screens

In-Game Controls

left analog stick . . . . . Move Selected Character
Move character
(in first person mode only)

right analog stick . . . . . Rotate/Zoom Camera
Look (in first person mode only)

left/right directional button . . . . . Open Item/Skill Menu

⊗ button . . . . . Look at Object
(When eye icon overhead)
Open Door
(When door icon overhead)
Talk to Character
(When mouth icon overhead)
Use Object
(When hand icon overhead)

□ button . . . . . Attack

◉ button . . . . . Use currently selected Skill/Spell/Item

△ button . . . . . Special Attack

L1 button . . . . . Attack Modifier
First Person Mode for
Ranged Weapons

L2 button . . . . . Hold to Lock on to Target

R1 button . . . . . Attack Modifier
Fire (in first person mode only)
Block

R2 button . . . . . Switch character

L3 button . . . . . Center camera

R3 button . . . . . Toggle Map (Mini, Full Screen, None)

START button . . . . . Main Menu, Skip Dialog and Cutscenes

SELECT button . . . . . Solo Mode Toggle

3. MAIN MENU

Use the directional buttons to highlight an option and press the ⊗ button to confirm.

New Game	Start a new game from the beginning
Continue	Load a saved game (will default to this if a save game is detected)
Options	Modify game options
Extra	View extra features

4. OPTIONS SCREEN

GAMEPLAY OPTIONS

Controller Vibration — Turns controller vibration ON or OFF.

Invert Y-Axis — Inverts the Y-Axis for first person mode (YES/NO).

Invert Camera Rotation — Inverts camera rotation on right analog stick while in-game (YES/NO).

Solo Mode Confirm — Turns solo mode confirmation ON or OFF.

Cutscene Subtitles — Turns cutscene subtitles ON or OFF.

SOUND OPTIONS

SFX Volume — Controls volume of all sound effects, except voice. When at 0, SFX are off.

Voice Volume — Controls volume of all voice in the game. When at 0, voice is off.

Music Volume — Controls volume of all music and cutscene soundtracks. When at 0, music is off.

Speakers — Choose between a MONO or STEREO speaker setup.

5. PLAYING THE GAME

Maia begins her adventure on the stormy Midnight Sea as pirates board her ship. When you start a new game, a tutorial helps you become accustomed to the game controls. The tutorial explains elements of gameplay, including how to engage enemies in battle.

It is highly recommended that you use the tutorial to learn how to play Summoner® 2. However, you may bypass any of the tutorial screens by pressing the START button and selecting the Skip option.

GAME SCREEN

The game screen provides important information about each active party member. It also shows the surrounding environment, Non-Player Characters (NPCs) with which to communicate, items to find and manipulate, and enemies to battle.

Character Status

- During regular gameplay, the portraits of playable characters appear at the bottom of the screen. The portrait of the currently selected character is outlined in yellow. You may switch between party members by pressing the R2 button.
- **Health Points**
  The number next to the heart is the character's current number of health points (HP), while the bar below shows that number as a fraction of the character's maximum HP. The color of the HP number indicates the approximate health of the character.

White HP Number 100% HP

Green HP Number 50-99% of max HP

Yellow HP Number 25-49% of max HP

Red HP Number 1-24% of max HP

Gray HP Number 0 HP (unconscious)

When the selected character has less than 50% of maximum HP remaining a heartbeat sound begins to play. It beats faster and faster as the character's HP level nears 0. When the HP value reaches 0 the character is knocked unconscious, but may be revived with spells or scrolls. Unconscious characters remain on the ground where they fall and may not execute any actions. Unconscious characters' portraits are grayed out. If the entire party is at 0 HP, the game ends.

- **Ability Points**
  The rightmost number and the blue bar beneath it represent the character's Ability Point (AP) level. Ability Points are used to execute special abilities and cast spells. The number is the actual quantity of Ability Points remaining, while the bar shows that number as a fraction of the character's maximum AP. As AP are depleted, the number darkens from white to dark blue. AP slowly regenerate over time.

- **Status**
  The second line displays any special status the character possesses. If there is no special status, the word "Normal" appears in white. Beneficial status effects (e.g. invisibility) are in green type, while negative ones (e.g. poisoning) are red. If multiple special statuses are simultaneously in effect, they cycle.

- **Skill Points**
  A blue glow pulsing behind a character's portrait indicates unassigned skill points are available.

MINI-MAP

The Mini-Map displays the immediate surroundings of the active Player Character (PC). The faded blue outline delineates the space where PCs may walk. The section of the mini-map occupied by the active PC is highlighted in bright blue. New additions are made to the Mini-Map outline as the party explores more of their environment.

The currently selected character is represented by a yellow dot, while green dots represent other party members and red dots important non-player characters (NPCs). Red lines indicate important doors, and orange dots represent landmarks.

DIALOGUE

Maia and her companions meet hundreds of NPCs in their travels. You may speak to all of them.

When the active PC approaches an NPC, a mouth icon appears over the PC's head. To initiate the dialogue, press the ⊗ button when the mouth icon appears. The character and NPC(s) in the dialogue speak and respond to each other, though at times you must select one response from several displayed. When this occurs, use the directional buttons or left analog stick to highlight a response, then press the ⊗ button to accept it.

To move through a dialogue quickly, press the ⊗ button as any line is being spoken. This cuts off any voice effects and displays the entire line of text. Additionally, you may skip an entire dialogue sequence by pressing the START button at any time during that sequence (this also works for cutscenes). This is not recommended unless you have already viewed that sequence. Dialogue is vital to the success of the party, as NPCs often possess critical information about Maia's quest, items to aid the party, or optional adventures for the party to undertake. Most important NPCs appear on the Mini-Map.

COMBAT

The party encounters hordes of hostile creatures in the course of Maia's quest. Each party member has a distinct fighting style—mastering these styles aids you in vanquishing your foes.

Initiating Combat

Try to approach your opponent from behind or above. This gives you an advantage on your first strike. To attack, turn towards an enemy in range and press the ● button. If there are multiple enemies in the vicinity the selected character automatically aims at the closest opponent. Any non-ranged normal attack can strike multiple enemies, depending upon the weapon and attack used.

Damage

Damage is the amount of HP lost when a creature or character is struck by an attack or spell. During combat, numbers appear over the combatants' heads. The color of the number indicates the effect on the combatant's HP. White Numbers represent HP subtracted from an enemy, Yellow Numbers represent HP subtracted from a Player, and Green Numbers represent HP added through healing or spell absorption (i.e. attacking a fire-based creature with a flame arrow adds HP).

Enemy Status

Opponents have red and blue bars over their heads. The red bar shows the opponent's current HP level, while the blue bar represents its AP level. When the red HP bar is depleted, the enemy is dead; when the blue AP bar is depleted, the enemy may no longer cast spells or use special abilities.

Combo Moves

Pressing the ◉ button 2 or 3 times in rapid succession causes the active character to execute a combo move. Combo moves enable you to strike up to three consecutive blows against an enemy without expending any AP.

Special Attacks

Maia and all the members of her party gain access to powerful special attacks as they gain skill points in their particular combat skill. When executing a special attack (each special attack requires a different button combination), it may have a number of effects upon both the opponent and the PC—it may do extra damage, add elemental damage, or add status effects. Player characters have a number of special attacks, which they gain by allocating skill points to certain skills.

However, using a special attack leaves the character vulnerable for a short period of time immediately after it is executed. Computer-controlled party members use special attacks that you have unlocked but ration their AP so as to keep above a minimum level.

Combat-Induced Status Effects

Some attacks cause status effects. For example, the Pirate Captain has an attack that causes KNOCKDOWN. If he successfully hits Maia with that attack, a "Knocked Down!" overlay appears across the top of the screen and a button icon appears over Maia as she lies on the deck. Pressing any button makes Maia return to NORMAL status (stand up) faster. Characters who have been knocked down may not execute any actions until they return to NORMAL and suffer extra damage from enemy attacks while down. For more on status effects, see Status Screen on Page 21.

Lock-on

If you wish to concentrate all of your attacks on one enemy, you may lock on to that enemy by pressing and holding the L2 button. Doing so causes the selected character to lock on to the nearest enemy in front of them. Releasing L2 unlocks the target. Locking on is useful for eliminating one opponent as quickly as possible, as well as for targeting special attacks and spells.

Defense

Maia and her companions will find themselves thrown into danger's path at nearly every turn. Fortunately, they have many ways to protect themselves from those who would do them harm.

- **Armor**
  Wearing armor increases a character's defense value, reducing the number of HP lost. Armor does not, however, decrease a character's chance of being struck
- **Blocking**
  While blocking, a character is immobile but cannot be hit from the front. To block, hold R1. However, a blocking character is still vulnerable to attacks from the rear. As always, rear attacks cause extra damage. Both PCs and enemies have access to unblockable attacks.
- **Dodging**
  Dodging is an effective way to evade an enemy attack. To execute a dodge, press the R1 and ⊗ buttons simultaneously.

Gaining Experience

When an enemy is defeated, a green number followed by "XP" appears over its head. This is the number of experience points the party has earned for defeating that enemy. The active characters split all earned experience points. However, party members far from the battle do not gain any experience. There is a more detailed Experience and Leveling Up section on page 17.

After Combat

After an enemy is defeated, there is a chance that it left behind gold or items. If it dropped gold, the gold appears in a small pile on the ground. To pick it up, simply walk over it. A message appears over the PC's head indicating how much gold was acquired. If the enemy dropped any items, a small sack appears on the ground where the enemy was killed. To pick up the sack's contents, move near the sack until the chest icon appears over the PC's head. Press the ⊗ button to pick up the items.

USE SKILLS, SPELLS, AND ITEMS MENU

At any point during normal gameplay, you may bring up the Use Skill/Item menu by pressing the left or right directional buttons. The game pauses while this menu is active. From the Use Skill/Item Menu you may select skills, spells, and items for the active PC to use. The options displayed depend on which character is selected and what items the party is carrying. If you are not carrying a given type of item, that item category is not displayed. Each character has skill and spell categories which list that character's specific abilities. All characters have the same item categories: QUEST, POTIONS & SCROLLS, and MISCELLANEOUS.

Select the skill/item category using left or right directional buttons or left analog stick, then press the up or down directional buttons or left analog stick to highlight the specific item, skill, or spell you wish to use. Pressing the ⊗ or ◎ button readies the highlighted item for use and returns you to the game screen.

Once back in the game screen, press the ◎ button to use the skill, spell, or item you have selected.

TARGETING

Some skills, spells, and items require you to target another character. Use the directional buttons or left analog stick to cycle through the possible PC/NPC targets. Press the ⊗ or ◎ button to use the selected skill, spell, or item on the desired target. If you are already locked on to an enemy, some offensive spells and special attacks automatically fire at that enemy (e.g. Fire Arrow, Icicle, and Energy Bolt).

SOLO MODE

You may have any character temporarily leave the party and go exploring on his or her own at any time. To go adventuring solo, select the character you wish to control, then press the SELECT button while in the Game Screen. You may now control the active character as usual without the rest of the party following. You may still switch characters using the R2 button. Switching characters does not deactivate Solo Mode—the new active character will be in Solo Mode. While Solo Mode is active, unselected party members will remain stationary and attack only if attacked. To end Solo Mode, press the SELECT button again. The rest of the party then rejoins the active character. Using Stealth abilities automatically activates Solo Mode. You must have all conscious party members near the exit to leave a level.

FIRST PERSON MODE (FPM)

Some party members (Sangaril and Iari, as well as some Summons) have access to ranged weapons. You may attack normally with these weapons, but you may also fire them in First Person Mode. To enter First Person Mode, press and hold the L1 button while an appropriate character is selected. When in FPM, you move forward, backward, left, and right with the left analog stick and look left, right, up, and down with the right analog stick. The ▣ button is still the attack button, while the ⊗ button allows you to toggle zoom levels. The R1 button can also be used as the attack button in FPM. You cannot block or dodge while in First Person Mode.

AUTOMAP

There are two map modes available to aid Maia and her party: Mini-Map and Automap. Pressing the R3 button pauses the game and expands the Mini-Map to the full screen Automap, providing a more detailed view of the party's surroundings. The name of the area the party is in is displayed at the top of the screen. You may see everything that the party has revealed about the environment. You may scroll around the Automap using the left analog stick. Like on the Mini-Map, party members appear in green, important NPCs in red, and landmarks in yellow. Scrolling over any of these points displays a description at the bottom of the screen. You may zoom in with the ▣ button and out with the ◉ button. Pressing the R3 button returns you to the game screen, removing all maps from the screen. Pressing the R3 button again reopens the Mini-Map in the upper left corner.

EXPERIENCE AND LEVELING UP

Experience points reflect the knowledge characters gain by defeating enemies and completing quests. When a character accumulates enough experience points, he or she advances to the next experience level. Each time a character attains a new level, or "levels up," that character's maximum HP and AP increase. Additional skill points are also gained. A blue flame pulses behind a character's portrait if he or she has skill points to distribute. This flame remains until all skill points have been distributed. You may find out the number of experience points a character needs to level up in the Status Screen.

For more on distributing skill points, see Skills Screen on page 24.

WORLDMAP

At certain points in the game you can access the Worldmap. This screen shows you what locations you can travel to from your current position. Use the directional buttons or left analog stick to select a locale, then press the ⊗ button to move there. Only unlocked locales are visible on the Worldmap.

6. PAUSE MENU

At any time during normal gameplay, pressing the START button brings up the Pause Menu.

The name of the area the party is currently exploring is displayed at the top of the screen. The time (hours:minutes) you have logged while playing the game is directly below. The amount of gold the party is carrying is shown in the upper right.

The bottom of the screen has the standard character portraits, but with two additional lines. The third line shows the PC's current level, while the fourth shows which AI script the PC uses when the character is under computer control. This can be changed in the status screen (see Status Screen on page 21).

The Pause Menu is displayed in the center of the screen; it enables you to select from 11 different screens. These screens help you manage your party's equipment and skills, as well as view character statuses, assigned quests, and background information regarding characters and locations they have encountered. There is also a Help Screen that has information about common game terms and basic controls. Saving and loading games is done from the Pause Menu (further explained on page 40). Selecting QUIT exits to the Summoner 2 Main Menu without saving the game.

Once you have selected a screen (other than Save, Load, Help, or Quit) you may cycle between it and the other screens using the L2 or R2 button. The menu labels are displayed at the top of the screen.

EQUIP SCREEN

As Maia and her allies explore the worlds of Summoner 2, they acquire many powerful items. The Equip Screen is used to change the equipment used by members of the party. You cannot see potions, scrolls, or quest items from this screen.

When the Equip Screen is accessed, a model of the selected PC appears on the left side. You may cycle between any of the characters in your party using the L1 or R1 button. There are 9 slots that may be used to equip items, although not every character may use every slot.

Slot	Used to Equip
Head	Necklaces and Masks
Torso	Torso Armor
Thighs	Leggings
Feet	Boots
Hands	Gauntlets
Sword	Weapons
Gem	Gems (Iari only)
Ring 1	Rings
Ring 2	Rings

Pressing the ▣ button with an item highlighted provides basic information and a picture of that item. To change an equipped item, highlight it and press the ⊗ button. Doing so slides the character model to the right, and a list of all other items which may be equipped by the selected character in the given slot appears on the left. Again, pressing the ▣ button provides basic information about the highlighted item, while the ◎ button shows the item's attributes. The attribute overlay shows what effect, if any, equipping the item has on each stat of the selected character. You may cycle between the different slots using L1 and R1 buttons.

Attributes

HP ..... Effect on character's max HP value

AP ..... Effect on character's max AP value

SPEED ..... Effect on character's Speed value

STR ..... Effect on character's Strength value

DEF ..... Effect on character's Defense value

MPWR ..... Effect on character's Magic Power value

MDEF ..... Effect on character's Magic Defense value

ICE ..... Effect on character's Ice resistance

FIRE ..... Effects on character's Fire resistance

ENERGY ..... Effect on character's Energy resistance

PIERCE ..... Effect on character's Piercing resistance

SLASH ..... Effect on character's Slashing resistance

BLUNT ..... Effect on character's Blunt resistance

STATUS SCREEN

The Status Screen shows the status of the characters in the party. It is also used to change characters' AI scripts.

In the upper left of the Status Screen, there is a portrait of the currently selected character. You may cycle between party members using the L1 or R1 button.

Stats

Level . . . . . Denotes the character's current level.

XP to next: . . . . . How much experience that character must accumulate before reaching the next level.

HP . . . . . Current HP value/Max HP limit.

AP . . . . . Current AP value/Max AP limit.

Stamina . . . . . Determines the character's maximum hit points.

Intelligence . . . . . Determines the character's maximum ability points.

Speed . . . . . Indicates the speed at which you attack and how often you are able to attack. Anything lower than 100 is slower than normal. Anything higher than 100 is faster than normal.

Strength . . . . . Indicates the amount of damage you do in combat (higher more damage done).

Defense . . . . . Indicates how much damage you take in combat (higher less damage taken).

Magic Power . . . . . .Indicates the strength of the spells you cast (higher, more damage or higher chance the spell will work).

Magic Defense . . . . . .Indicates your protection from negative spell effects (higher, less damage or less chance of the spell working).

Resistances

Resistances indicate how resistant a character is to each type of attack. Resistance is measured between -100 and 200. -100 indicates the character will take double damage, 100 indicates no damage taken, and 200 indicates the character will gain HPs equal to the full amount of damage.

Status Effects

At any given time party members may have multiple status effects, from paralysis to magical HP regeneration, acting upon them.

Wards

Wards act in the same way as status effects except that instead of changing a character's statistics, they make a character immune to certain types of spells. Wards are usually found on powerful enchanted items.

AI Scripts

The upper right shows the selected character's AI script. You may change the script by pressing the ⊗ button to bring up the AI script overlay. The scripts are explained on page 23.

Melee . . . . . The character only uses Melee weapons and will not cast any spells. They will also attack enemies that are not attacking the currently selected character, if available.

Support . . . . . Character will use ranged weapons if available. Character will also attack enemies that are attacking the currently selected character.

Healer . . . . . Character will attempt to heal characters below the healing threshold they are set to, and above the AP threshold they are set to. If no healing is required then they use ranged or melee attacks.

Caster . . . . . Character will cast offensive spells until they reach their AP threshold. Then they resort to ranged or melee attacks.

Healer/Caster . . . . . Character will heal party members if they are below the healing threshold. If no characters require healing then the character will use offensive spells as long as they are above the AP threshold. Once they are past that point they will use ranged or melee attacks

SKILLS SCREEN

Each member in the party has a unique set of skills which can be improved to gain more powerful spells and attacks, improve their inherent abilities, and become more resistant to enemy attacks.

The Skills Screen is laid out in a similar fashion to the Status screen. The upper left part of the screen displays the currently selected character. You may cycle between characters using the L1 or R1 button.

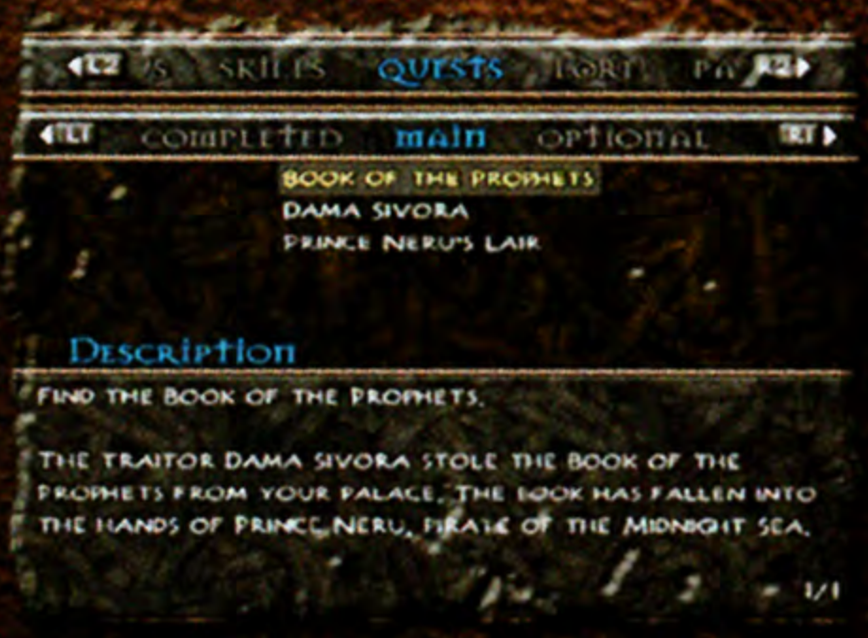
The right side of the screen shows a list of all the skills for the selected PC. Most skills have a value range from 1 to 10. Highlighting a skill using the directional buttons or left analog stick displays a description of that skill at the bottom of the screen. If the skill gives a character new abilities, you may use the directional buttons to see descriptions of the abilities that skill has given the character, what additional abilities it can give the character, and at what level those additional abilities can be unlocked.

When a character gains a level, you assign skill points at this screen. The number of skill points the character has to assign is displayed directly under his or her portrait. To allocate points, highlight the skill you wish to improve and assign points by pressing the ⊗ button. A flashing number indicates the skill can be upgraded at this time.

You may remove newly assigned points (displayed in green type) by pressing the ◎ button. However, once you leave the Skills Screen and save changes, all points added are permanent and may not be removed.

As characters gain levels they attain access to new, powerful skills. A skill level can never be higher than the character's experience level. Some skills acquired later in the game have lower point limits.

QUEST SCREEN



When Maia and her allies are asked to complete tasks, they are added to the quest screen. Quests, while sometimes difficult, are often very rewarding in terms of gold, items, and experience.

There are three categories of quests in the Quest Screen: Main, Optional, and Completed.

Main quests Must be completed to win the game.

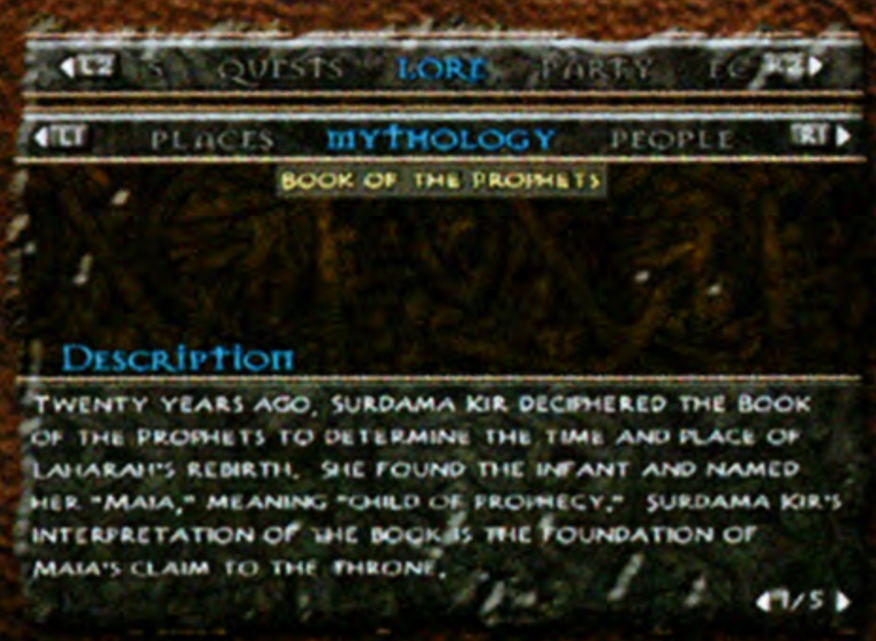
Optional quests Not necessary to complete the game, optional quests can provide special rewards and a more in-depth experience. Not all optional quests are entered in the quest journal.

Completed quests This refers to quests you have already completed, both main and optional.

You can cycle through the three categories using the left or right directional buttons or left analog stick. To view information about a specific quest, scroll using the up or down directional buttons or left analog stick.

A pop-up message box appears when you complete a quest or have a new quest assigned to you. Press the ⊗ button to remove the box and resume gameplay.

LORE SCREEN



The Lore Screen is an encyclopedic collection of information that you have learned during the game. There are three categories of lore: Mythology, People, and Places.

- **Mythology**
  The Mythology section contains legends and prophecy—and perhaps clues to Maia's destiny?
- **People**
  The People section contains information about important characters in the world of Summoner 2.
- **Places**
  The Places section contains information about important places visited by Maia and her companions.

You can cycle through the three categories using the L1 or R1 button. Highlighting an entry using the up or down directional buttons or left analog stick displays information about that entry on the lower half of the screen. A pop-up message box appears when your lore is updated. Press the ⊗ button to remove the box and resume gameplay.

PARTY SCREEN

The Party Screen divides the party into the Main Party (active characters) and the Reserves. It displays the portrait, name, level, maximum HP, and maximum AP of all party members. Additionally, you may view the Summons to which Maia has gained access.

At various points throughout the game (between levels) you may select which characters accompany Maia on the next part of her quest. The Party Screen is used to modify your party configuration. To change the active party, highlight the character you wish to replace by pressing the up or down directional buttons or the left analog stick. Press the ⊗ button, then scroll through the reserve party members and press the ⊗ button again when the character you wish to add is highlighted. Those characters will switch places on the screen. There are times when a certain character must remain in the party. During these times, you may not select that character with the ⊗ button. The order in which the characters appear has no effect on gameplay.

By using the L1 or R1 button you may cycle between the party reserves and Maia's currently available Summons.

7. SUMMONING

Near the beginning of the game Maia comes upon a Rune Stone. Maia believes the Rune Stones might have something to do with the Prophecy of Halassar, the destiny she must fulfill. She learns that she has the unique ability to activate these stones, which in turn unlock her power to transform herself into elemental beings. There are 4 types of Summons (Blood, Tree, Sand, and Eye), each with 3 different levels. Every time Maia finds a Rune Stone she gains the ability to transform into a new type of creature.

Summoning has some restrictions. There must be sufficient open space around Maia for her to transform, and she must have the requisite AP. After summoning, Maia may not summon again for a short period of time. The Summon turns back into Maia if any of the following occurs: Maia uses her banish ability, the Summon loses all its hit points, or the Summon's time limit runs out. The higher Maia's summoning skill, the higher her time limit. Any levels Maia gains while she is a Summon are transferred to her with full benefits when she returns to normal form.

8. SKILLS

There are six different skill types (General Combat, Attribute, Discipline, Circle, Ability, Combat) encompassing nearly 40 individual skills. Each character has access to a unique subset of these skills with which to aid the party in completing its goals.

Most skills have a value range of 1-10, ten being mastery of the skill. Some skills acquired later in the game do not have 10 levels of proficiency. There are two types of skills—active and passive.

ACTIVE SKILLS

Active skills are employed like spells—using an active skill requires Ability Points. Although characters start with few active skills, they gain many more as they advance in experience levels.

PASSIVE SKILLS

Passive skills are automatically activated in appropriate situations. You may view the status of passive skills in the Skills Menu, but they are never selectable.

All General Combat skills are passive. At Sword Weapons level 1, Maia has little proficiency with sword weapons. This means that although she can wield sword weapons, she is not particularly skilled in their use. At level 10, however, Maia can execute the most advanced of sword attacks.

9. SPELLS

Some characters have the ability to wield powerful magic. Certain characters may find that their skill in spellcasting far outweighs their skill with sword or staff.

These are some of the spells that you may acquire early in your adventures. There are dozens more to be unlocked.

Fire Arrow . . . . . .Launches a fire arrow at an opponent

Icicle . . . . . .Launches a sharp ice shard at an opponent

Energy Bolt . . . . . .Fires a bolt of energy at an opponent

Heal . . . . . .Heals a small amount of damage on an ally

Revive . . . . . .Brings an ally back to consciousness with 1 HP

Protect . . . . . .Provides extra protection from Physical attacks

Dart . . . . . .Fires an non-elemental bolt at an enemy

Cure . . . . . .Removes negative spell effects from an ally

10. ITEMS

There are many different types of items. Most of the item types are listed below with examples.

WEAPONS

There are several types of weapons that Maia and her allies may use to fight their enemies. Each character has a unique skill set and weapon configuration. For example, Maia can use either a sword or a mace in one hand and a shield in the other. Sangaril, however, uses either a crossbow (both hands) or a sword in each hand.

Sword weapons

Pirate Cutlass—The Pirate Cutlass is used by the pirates on the Isle of Teomura. Although quick, it is not particularly powerful.

Axe weapons

Battle Axe—The massive Battle Axe is Taurgis' starting weapon. Requiring both hands, it makes up for slow speed with reach and power.

Blunt weapons

Teomuran Mace—The Teomuran Mace is a relatively slow weapon. It is light enough to be wielded with one hand and deals blunt damage.

Bow weapons

Yew Crossbow—
A simple crossbow fashioned of yew.

Staff weapons

Enchanter's Staff—An ancient weapon, the Enchanter's Staff was once in the possession of twin Teomuran princesses.

ARMOR

Armor is worn to enhance a character's defense.

Body Armor

Munari Armor—A full set of armor forged by the Munari. It is relatively light, and does not significantly encumber the wearer. The Munari Armor consists of torso, arm, and leg sections, as well as boots.

JEWELRY

Rings and necklaces enchanted with powerful magic.

Rings

Sword Ring—When worn, the Sword Ring increases the wearer's skill with sword weapons.

Necklaces

Defense Chain—The Defense Chain is enchanted to increase the wearer's defense against enemy attacks.

POTIONS

Draughts that heal injured or afflicted characters.

Health Tonic— Heals the character that uses the potion.

Cure Potion— Removes any negative status effects on the character.

SCROLLS

Scrolls contain one-shot spells that may be used by any character, regardless of skill.

Fire 1 Scroll— Fires a low level fire arrow at an enemy.

Revive Scroll— Brings a party member back to consciousness.

Enchant Ice Scroll— Enchants a party member's weapon so that it attacks with Ice damage, for a limited time.

MISCELLANEOUS ITEMS

Items of intrinsic value, like gems or artifacts, which have no game function but may be sold.

QUEST ITEMS

Items that Maia and her companions find that are needed to complete quests, both main and optional.

II. THE WORLD OF SUMMONER 2

THE PROPHECY OF HALASSAR

Ages ago, Halassar was ruled by wise kings who worshipped the goddess Laharah.

In their myths, Laharah planted a seed that grew into the Tree of Eleh, the source of all creation. Laharah made the "First Born," who founded the Kingdom of Halassar. After a great storm shattered Eleh, Laharah departed, but not before promising to return and heal the Tree.

In Laharah's absence, the kings of Halassar turned from the path of righteousness, and their worship of Laharah became a perverse, diabolical sorcery. These necromancers called themselves the "Nhuvasarim."

Githiran I, the first emperor of Galdyr, conquered Halassar and banished the Nhuvasarim. Githiran restored worship in Laharah as the benevolent creator. Prophets began to write of Halassar's rise from the ruins of the old empire, believing that Laharah would return to vanquish evil and heal the Tree of Eleh. Their writings were collected in the "Book of the Prophets."

Over two thousand years after Githiran's death, their prophecy came true.

THE GODDESS REBORN

Twenty years before the start of Summoner 2, Surdama Kir, the Elder Priestess of Laharah, announced Maia's birth, foretold in the Book of the Prophets. As the goddess Laharah reborn, Maia was the rightful heir to the ancient throne of Halassar. King Azraman II, the ruler of Galdyr, opposed Maia's claim and accused the Elder Priestess of using the child to fulfill her own selfish ambitions.

Dreaming of paradise, millions rallied behind the child, including Azraman's own brother, Taurgis. Azraman fought to hold his kingdom together, but after a long struggle, Halassar achieved its independence. At the age of four, Maia won her throne.

THE RITE OF THE PROPHETS

Halassar mystics wrote the "Rite of the Prophets" thousands of years ago. The rite describes how Laharah planted the Tree of Eleh, how she created the First Born, and how a great storm destroyed the Tree of Eleh, unleashing evil into the world. Laharah left Halassar to find a way to mend the broken tree. She has returned as Maia, who must now fulfill Laharah's promise.

I

Laharah walked the desert of thirty suns. And in a stone she trapped them all but one. In the sand she sowed the seed from which the Tree of Eleh grew. Aosi is the wind that blows through its branches.

II

With blood, sand, and a branch of the tree, Laharah made the First Born. Halassar is the kingdom where they dwelled, and so we are their children. With our eyes we see the wind that sings through Eleh's branches.

III

The wind grew fierce. A storm rose up and broke the Tree of Eleh. Laharah wept as the long night fell, and darkness devoured her children. How to heal the broken tree? How to mend the branches? Laharah sailed from Halassar to dream the silent mystery.

IV

In the ninth century of the ninth age, a child of the mark is born. Laharah. Queen and savior. Halassar shall rise from the tomb of the righteous, for she is the goddess reborn. So it is written in the Book of the Prophets.

CHARACTERS

Maia
Role: Queen of Halassar
Culture: Halassar (Odoni)
Maia was crowned the Queen of Halassar at the age of four after winning her kingdom's independence from Galdyr. Her followers believe she is the goddess Laharah reborn as foretold in the Book of the Prophets. Maia must learn how to fulfill her prophecy, become the goddess Laharah, and heal the Tree of Eleh.

Taurgis
Role: Warrior
Culture: Galdyran (Odoni)
Taurgis is the younger brother of Maia's rival, King Azraman of Galdyr. Turning against his brother, Taurgis led Maia's armies to victory against Galdyr and won Halassar's independence. Taurgis mistrusts Sangaril, though she has proven her loyalty and worth on many occasions.

Prince Neru

Role: Pirate of the Midnight Sea
Culture: Unknown

For centuries, the legend of Prince Neru has struck fear in the hearts of sea captains and coastal villagers. The stories say Neru is a demon, a god, or a kraken of the deep, but the truth is far less fanciful. A succession of pirate leaders have used the name, but the origins of the current prince are shrouded in mystery.

Yago

Role: Monk of Iona
Culture: Medevan

As a monk of Iona, Yago has devoted his life to the study of Aosi, the language of creation. Now he searches for his daughter Rosalind, the Abbess of the Iona who has recently vanished without a trace. Yago taught Joseph of Ciran, the last Summoner, how to use his summoning power.

Surdama Kir

Role: Elder Priestess of Laharah
Culture: Halassar (Odoni)
Twenty years ago, Surdama Kir proclaimed that Maia was the "goddess reborn" foretold in the Book of the Prophets, but Azraman of Galdyr accused her of using Maia to fulfill her own selfish ambitions. Surdama Kir possesses a profound faith in Maia and a desire to see the prophecy fulfilled.

Sangaril

Role: Assassin
Culture: Munari
A disciple of the Shadow Clan of Jihana, Sangaril betrayed her clan to save Maia's life. Though an outsider in Halassar, Sangaril has proven to be a devoted friend and ally. Skilled in the arts of stealth and assassination, Sangaril can make poison using the venom of sea creatures.

Krobelus

Role: Hierophant of Urath
Culture: Medevan

This young missionary of Urath connived his way to the high priesthood of his order. Now the reigning Hierophant, Krobelus has launched a crusade against Halassar, leading the armies of Medeva across the world to destroy Maia's kingdom. He claims to possess a secret about Maia's prophecy.

Morbazan

Role: Gladiator
Culture: Unknown

Though massive and strong, Morbazan fights with spells. He has made his fortune as a gladiator in the Munari City arena. Morbazan's origins are the topic of much speculation. According to rumor, Morbazan has the power to devour souls.

Azraman II

Role: King of Galdyr
Culture: Galdyran (Odoni)

Azraman opposes Maia's claim to the throne of Halassar. Sixteen years ago, Azraman lost the Battle of Miridan's Pass to his younger brother, Taurgis. The defeat forced Azraman to withdraw his armies from Halassar and declare a truce, though he still refuses to recognize Halassar's independence. Azraman follows a warrior's code of honor.

Iari

Role: Automaton
Culture: Unseen

The mysterious gods known only as the Unseen devised this technological oddity. Iari fights with energy weapons integrated within her metallic exoskeleton, drawing power from special gems. The purpose for which she was designed is unknown.

12. SAVING AND LOADING

Summoner 2 enables you to save data during a game using a memory card (8 MB) (for Playstation®2) (sold separately). Insert a memory card into MEMORY CARD Slot 1 or Slot 2 of the PlayStation®2 computer entertainment system before you start a game.

SAVE SCREEN

Select SAVE from the Pause Menu. You cannot save a game during combat or during mini-games. The Save screen will appear. Select a memory card from those displayed in the upper left using the left or right directional buttons or left analog stick. All previously saved games appear on the lower half of the screen. Highlight any of the saved games to display a screenshot of the exact location where that save took place. Pressing the ⊗ button while a previously saved game is highlighted saves the current game in that slot, erasing the previous saved game. If there is an open slot, simply highlight it and press the ⊗ button to save your game in that slot.

You may switch to the Load screen using the L2 or R2 buttons.

The first saved game of Summoner 2 uses 237 KB on the memory card. Every saved game after the first one uses 156 KB of space on the memory card.

LOAD SCREEN

Select LOAD from the Pause Menu. The Load screen will appear. Select a memory card from those displayed in the upper left using the left or right directional buttons or left analog stick. All previously saved games appear on the lower half of the screen. Highlight any of the saved games to display a screenshot of the exact location where that save took place. Press the ⊗ button to load the highlighted saved game.

You may switch to the Save screen using the L2 or R2 button.

14. CREDITS

VOLITION, INC.

Lead Designer
Sandeep Shekar

Lead Programmer
James Hague

Lead Technical Artist
Mitri Vanichtheeranont

Lead Style Artist
Frank Marquart

Designers
Jason Scott
Anoop Shekar

Programmers
Dave Andsager
Nick Lee
Brian Keron
Pete Andrew
Sarika Kumari
Mark Allender
Sandeep Shekar

Artists
Kelly Snapka
Matt Flegel
Peter Han
John Enricco
Lori Zawada
Kris Muller
Kip Malek
Bernie Kang
Dave Samuel
Scott Rays

Animators
Tim Borrelli
William Tam
Ted Gordon

Writer
Jason Scott

Scripting
Alvan Monje
Sandeep Shekar
Brian Keron

Art Intern
Gabe Botkins

Sound Designers
Soundelux Design
Music Group
with Dan Wentz
Franky Vivid
Kate Marlin

Composer
Franky Vivid and
Soundelux Design
Music Group

Associate Producer
Anoop Shekar

QA Test Lead
Doug Nelson

QA Testers
Lorcan Murphy
Scott Little
Chris Allen
Michael Brandys

Manual Writer
Noah Isserman

Studio President
Mike Kulas

Vice President of Product Development
Philip Holt

Web Designer/Programmer
Todd Miller

Network Administrator
Mark Muller

Technical Support
Rory Prendergast

Office Manager
Ginny Gee

Receptionist
Sandy Fretty

Pre-rendered Cutscenes
Mondo Media

Voice Recording in Los Angeles at
Soundelux Design
Media Group

Voice Actors
Tina Illman
Jacob Witkin
Peter Jessop
Kevin Killebrew
Carolyn Seymour
Peter Renaday
Neil Ross
Dani Thompson
Susanne Blakeslee
Claudia Christian
Michael Gough
James Horan
Sherman Howard

Special Thanks
Carolina Beroza
Brian Christian
Raelea Apolito
Simon Jacobson
Mike Breault
Maureen Tan

Certain sound effects include elements from Symphony of Voices for Spectrasonics

Sounds included in the musical pieces of this game are from the Percussive Adventures Sound Library, produced by Christopher Page for East West Communications, Inc.

THQ PRODUCT DEVELOPMENT

Vice President-Product Development
Michael Rubinelli

Executive Producer
Jim Boone

Line Producer
Rob Loftus

Associate Producer
Gregg Nakawatase

Assistant Producer
Josh Miller

Lead Tester
TRAVisty Tholen

Testers
Nickolas Gardner
Amin Razi
Scott Frazier
David Bator
Erika Fortner
Scott Ritchie
Phil Lawless
Jeremy Kilichowski
Robin Scofield
Charlie Maranan
Dan Silberstein
Dirrick Fretz
Eric Han

QA Technician
Mario Waibel

QA Database Administrator
Jason Roberts

QA Manager
Monica Vallejo

Director of Quality Assurance
Jeremy S. Barnes

THQ MARKETING

Vice President-Marketing
Peter Dille

Group Marketing Manager
Alison Quirion

Product Marketing Manager
Monica Guerra

Assoc. Product Marketing Manager
Heather Hall

Marketing Coordinator
Michael Greene

Director of Public Relations
Liz Pieri

Public Relations Manager
Reilly Brennan

Associate Public Relations Manager
Erik Reynolds

Director of Creative Services
Howard Liebeskind

Senior Manager of Creative Services
Kathy Helgason

Manager of Creative Services
Kirk Somdal

Special Thanks:
Brian Farrell, Jeff Lapin, Alison Locke, Germaine Gioia, Brandy Carrillo, Robert Riley, Christian Kenney, Ricardo Fisher, Gordon Madison, Jack Suzuki, Paul Rivas, Stacy Mendoza

Package and Manual Design
Origin Studios

WARRANTY AND SERVICE INFORMATION

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **46015**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by SCEA or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

KICK BOT ON PLAYSTATION®2!

Available Winter 2002

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

BATTLEBOTS AUTHENTIC PRODUCT

www.battlebots.com

THQ
www.thq.com

PlayStation®2

© 2002 BattleBots ® Inc. All rights reserved. BattleBots and related logos, characters, names, and distinctive likenesses thereof are the exclusive Licensed Property of BattleBots Inc. and used under exclusive license. All Rights Reserved. ©2002 THQ Inc. Developed by Volition, Inc. Summoner, Volition, THQ and its respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.